INSTRUCTIONS

Electronic HOT SHOT®

BASKETBALL

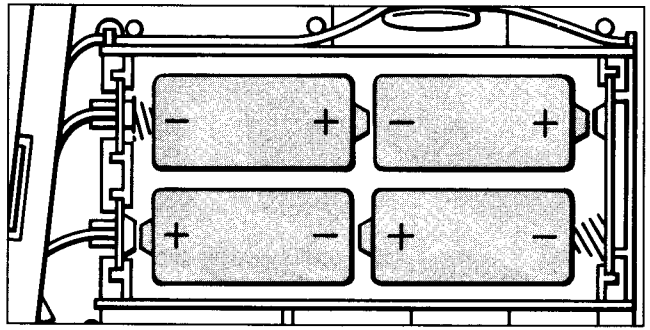
1 or More Players

Contents: • Game base • Backboard • Basket hoop • Shooter base, lever and spring • Label sheet • 3-panel folding cage • Floor insert • 3 Basketballs

GAME ASSEMBLY

1. INSERT AND TEST THE BATTERIES

Place 4 "C" size alkaline batteries into the battery compartment. Be sure to match up the + and — symbols with those in the compartment.

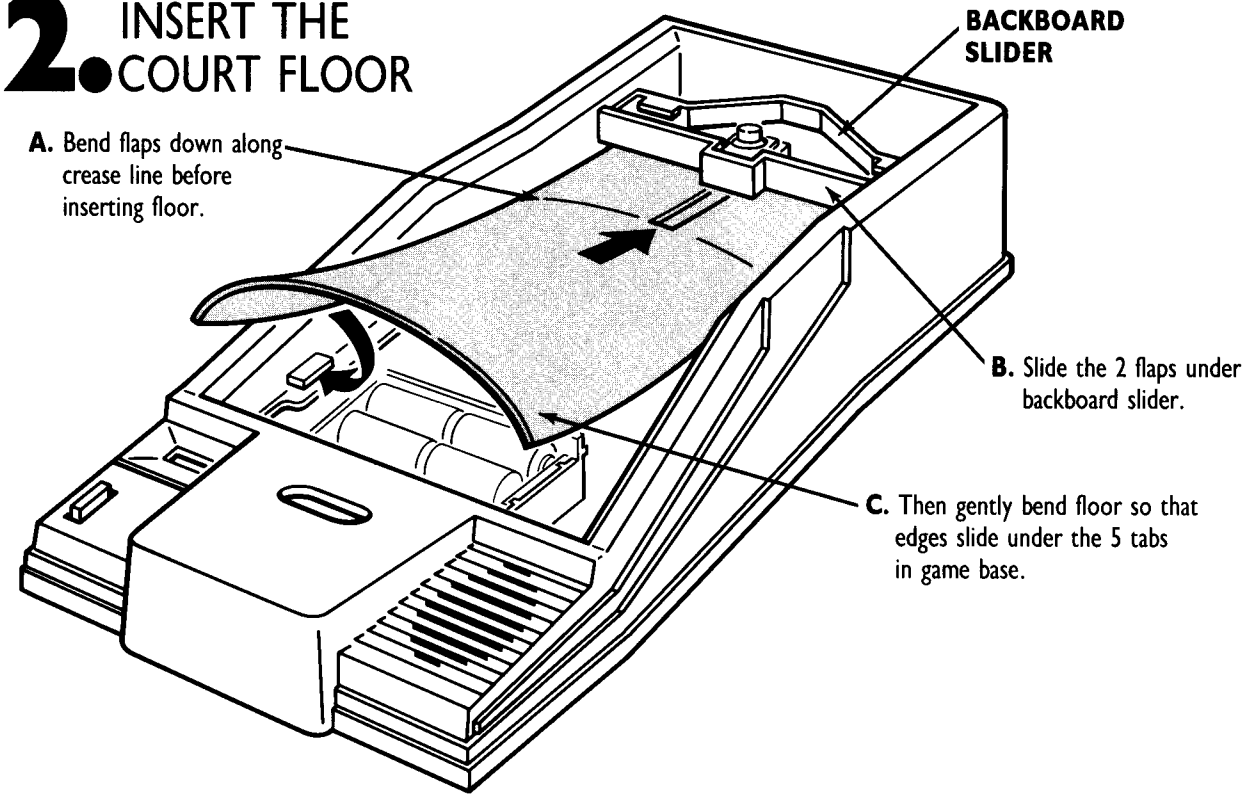


Now test the batteries by sliding the POWER switch up to turn the game on. The introduction tune will play, and the backboard slider will move forward and backward. If this doesn't happen, the batteries may be weak or improperly installed.

Before continuing assembly, slide the POWER switch down to turn the game off.

IMPORTANT: Batteries could damage game unit and may leak if improperly installed. Remove batteries if game is not used for an extended period of time.

2. INSERT THE COURT FLOOR

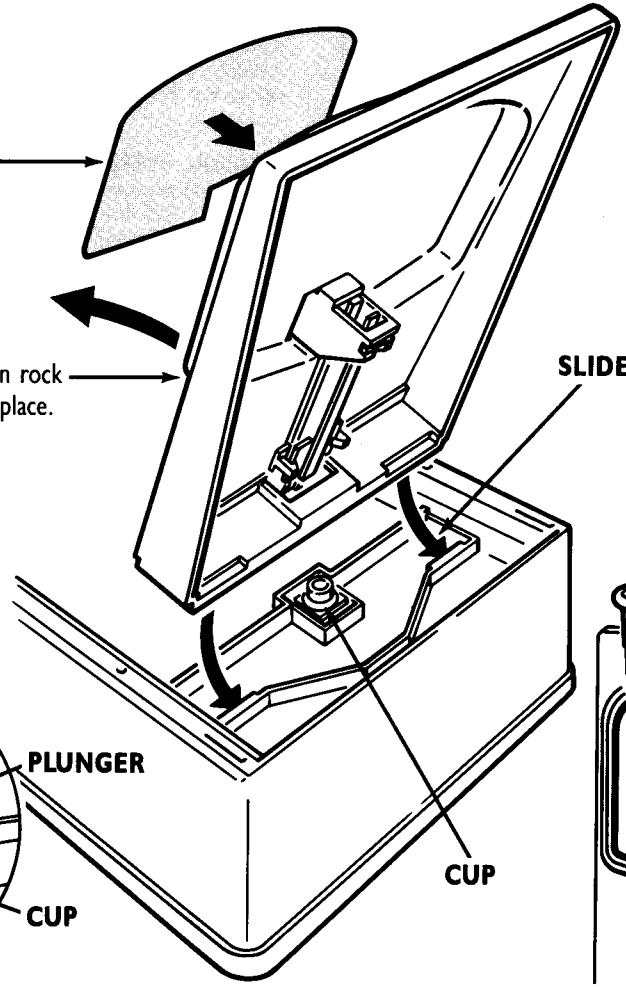

BACKBOARD SLIDER
A. Bend flaps down along crease line before inserting floor.
B. Slide the 2 flaps under backboard slider.
C. Then gently bend floor so that edges slide under the 5 tabs in game base.

Removing the Floor: To remove or replace the batteries, you must remove the court floor first. Do this by *carefully* pushing up on the floor from underneath the game base. Then carefully slide the floor away from the tabs and backboard.

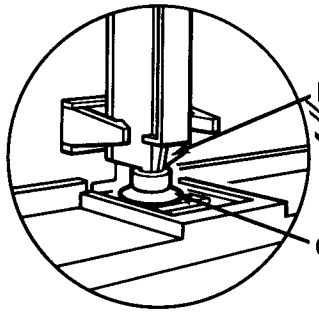
3. ASSEMBLE THE BACKBOARD AND HOOP

A. Apply backboard label.

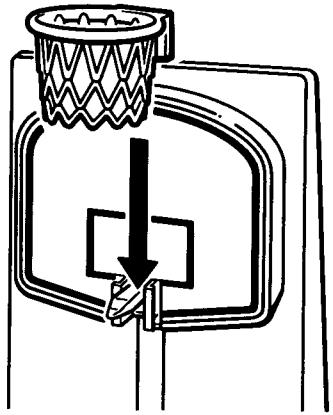
B. Fit backboard into slider, then rock forward to snap upright into place.



Make sure plunger tip fits into cup as you rock the backboard into place.

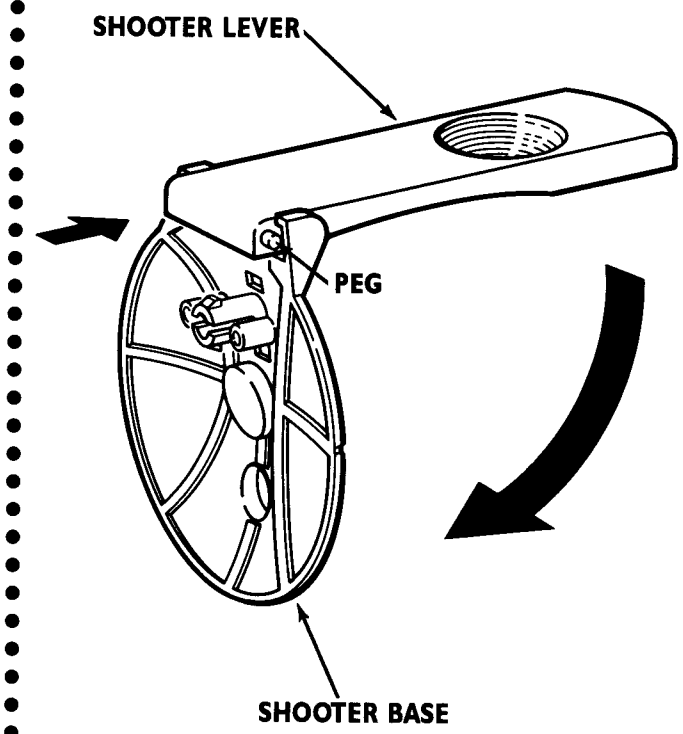


C. Slide hoop down onto backboard.



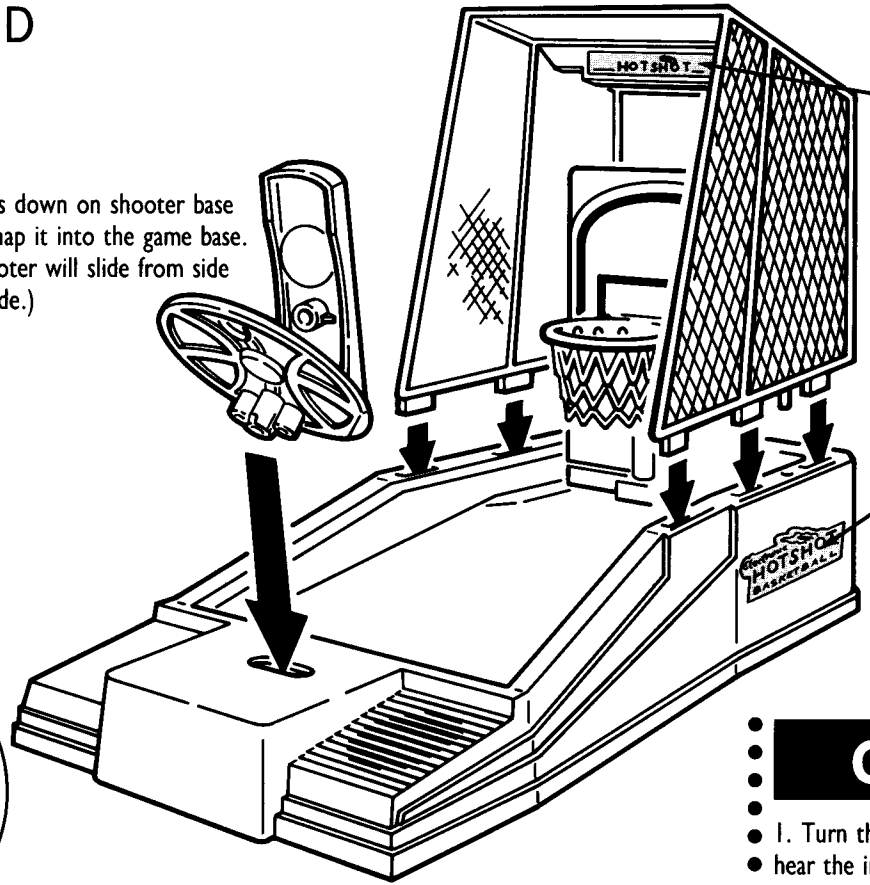
4. ASSEMBLE THE SHOOTER

Fit lever into shooter base and slide forward to the position shown below. Then fold lever so it rests flat on shooter base. (Do not insert spring until shooter is attached to game base.)



5. ATTACH SHOOTER AND CAGE TO GAME BASE

A. Press down on shooter base to snap it into the game base. (Shooter will slide from side to side.)



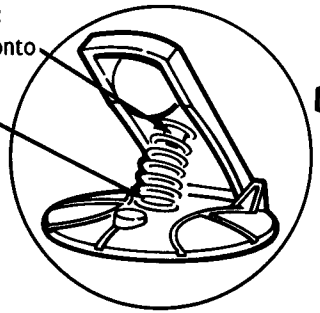
CAGE LABEL

C. Unfold cage, apply cage label, then attach cage to game base.

GAME BASE LABELS

D. Apply one game base label to each side of unit

B. Inserting the spring:
Fit one end of spring onto peg; other end into hole in shooter base.



GAME SETUP

- 1. Turn the game ON by sliding the POWER switch up. You'll hear the introduction tune, and the backboard will begin moving forward and backward.
- 2. Place all 3 basketballs on the court floor.

GAME PLAY

GAME 1: 60-SECOND BLITZ™

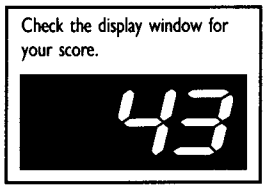
OBJECT: Score the most points in 60 seconds.

Get Ready! Decide who will go first. If you're the first player, sit facing the game unit and press BUTTON 1 (for Game 1). You'll hear the "Charge!" tune and the referee's whistle. When the countdown beeps begin, start shooting!

Shooting. Quickly load and shoot as shown in Figure 1. Keep loading and shooting to rack up your score!

The Countdown. You have 60 seconds to score as many baskets as you can. The beeps will speed up 3 times to "tell you" how many seconds are left: 30 seconds, then 15 seconds, then 5 seconds before the final buzzer!

Scoring. Each basket you make is worth 2 points, until the last 15 seconds—during that time, each basket is worth 3 points! Your score is electronically recorded, and the running total appears in the display window.



When the buzzer sounds, your turn is over. Your final score will appear in the display window. Now the next player presses BUTTON 1 and takes his or her turn as described above. Remember your score as the game continues!

The Winner. After each player has taken a turn, the game is over. The player who scored highest in the game is the winner!

High Score Memory. The highest score is electronically "remembered" until the game unit is turned off. It appears in the display window right after each player's final score. To erase the high score, simply turn the game unit off, then on again.

GAME 2: 10-BASKET SHOOT-OUT™

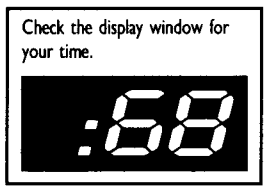
OBJECT: Score 10 baskets in the least amount of time.

Get Ready! Decide who will go first. If you're the first player, sit facing the game unit and press BUTTON 2 (for Game 2). You'll hear the "Charge!" tune and the referee's whistle. When the countdown beeps begin, start shooting!

Shooting. Quickly load and shoot basketballs as shown in Figure 1. Try to score 10 baskets fast!

The Countdown. As your turn begins, "10" (the number of baskets you must score) appears in the display window. Each time you score a basket the number decreases by one. When the number reaches "0," the final buzzer sounds.

Scoring. When the buzzer sounds, your turn is over. Your time (the number of seconds it took you to score 10 baskets) will appear in the display window. Now the next player presses BUTTON 2, and takes his or her turn as described above. Remember your time as the game continues!

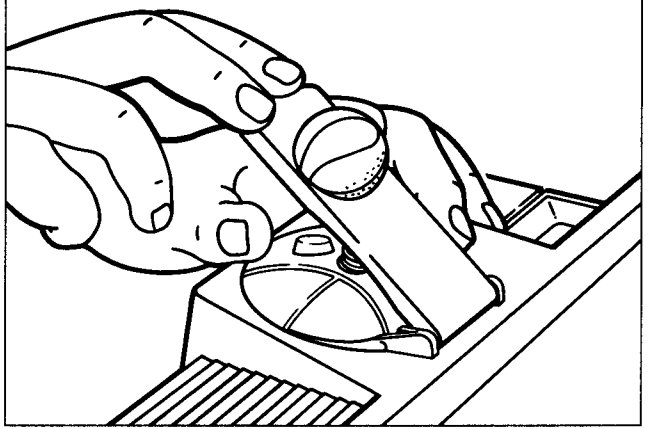


The Winner. After each player has taken a turn, the game is over. The player who scored the best time in the game is the winner!

Best Time Memory. The best time is electronically "remembered" until the game unit is turned off. It appears in the display window right after each player's time. To erase the best time, simply turn the game unit off, then on again.

FIGURE 1. How To Shoot

Place a basketball onto the shooter. With the same hand, press the lever down and let go. Hold the shooter base with your other hand. Try sliding it left or right to find your "hot spot!"



SOLO PLAY

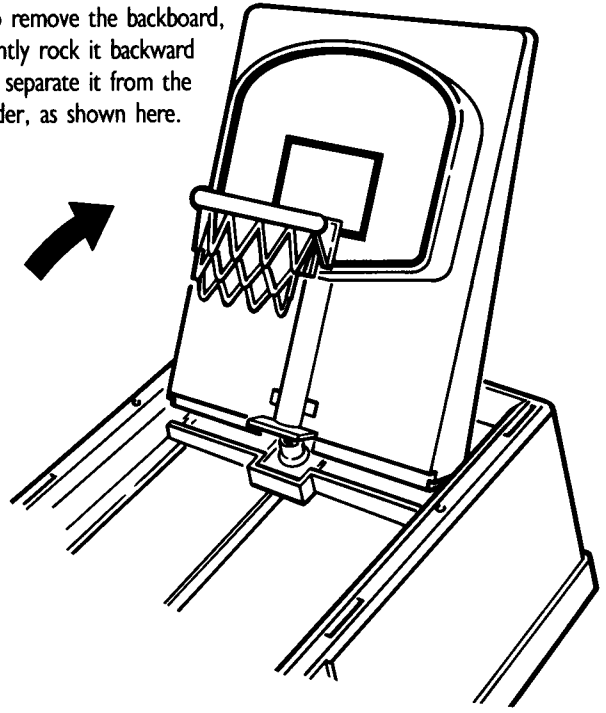
No competition around? Play Game 1 or Game 2 by yourself! It's good practice—and great fun! Play according to the regular rules, and shoot to improve your previous score!

STORING THE GAME

The game will easily fit into the box if you remove the cage and backboard first.

To remove the cage, gently pull the tabs from the game base. Then fold up one side panel and rest it flat on top of the center panel.

To remove the backboard, gently rock it backward to separate it from the slider, as shown here.



COMPLIANCE WITH FCC REGULATIONS

This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio and television reception. It has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet or circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

90-DAY LIMITED WARRANTY

This game is warranted by Milton Bradley Company to the original purchaser for a period of 90 days from the original purchase date under normal use and service against defective workmanship and materials (batteries excluded).

This warranty is void if this game has been damaged by accident or unreasonable use, neglect, misuse, abuse, improper service or other causes not arising out of defects in workmanship or materials.

Milton Bradley Company shall not be liable for incidental and/or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

During the warranty period, if found to be defective due to workmanship or materials, this game will be repaired or replaced with a reconditioned product of an equivalent value (at Milton Bradley's option) without charge to the purchaser when returned with a dated proof of purchase, shipping prepaid to the address listed below. In the event that this game is replaced, the warranty on the replacement will be continued for 90 days from the date of repair.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

POST WARRANTY REPAIR POLICY

After the 90-day warranty period has expired, Milton Bradley Company shall, for a period of one year from the date of purchase, either repair your game or replace it with a reconditioned game on the condition that you return the product, shipping prepaid, to the address listed below along with dated proof of purchase and your check or money order in the amount of $10.00. Milton Bradley Company shall not be obligated to perform this service if this game has been abused, misused, improperly serviced or damaged due to accident.

GENERAL INSTRUCTIONS

Important—Before returning your game for repair, we recommend that you test the game with fresh, strong batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

MAILING INSTRUCTIONS

Please read carefully and retain this important information for future reference. Remove the batteries—do not return them.

If the original packaging is available, repack this game in its packing and box. If not available, wrap carefully, making sure to surround the game with adequate padding. If the 90-day warranty period has expired and your purchase date is still within our one year time limit, send in the unit along with your check or money order in the amount of $10.00 and a copy of your dated proof of purchase. Please include a brief description of the problem, your return address and mail postage prepaid and insured to the following address. Do not send the batteries with the game.

Milton Bradley Company
Attn: Electronic Warranty Repair
443 Shaker Road
East Longmeadow, MA 01028

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